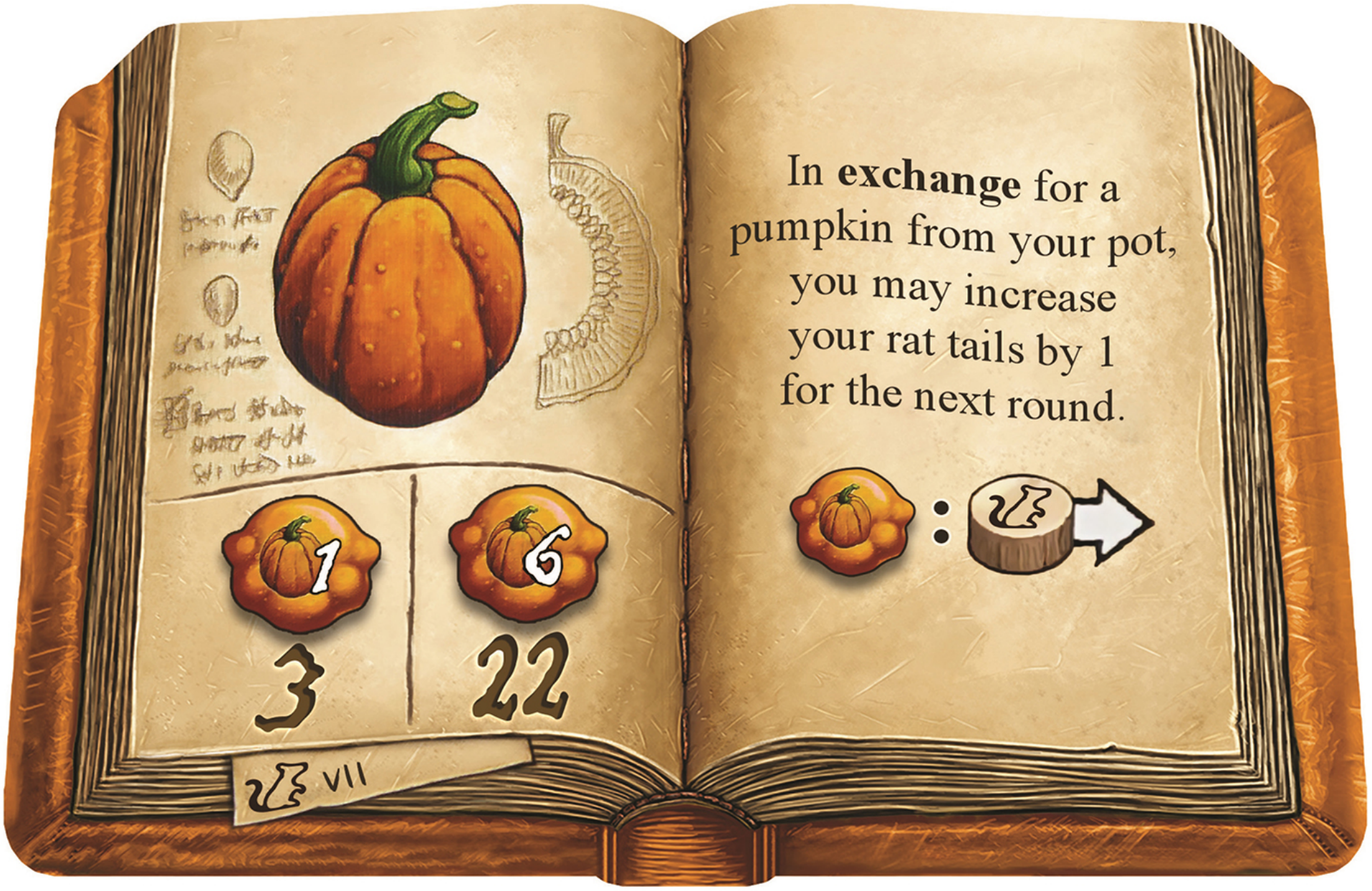
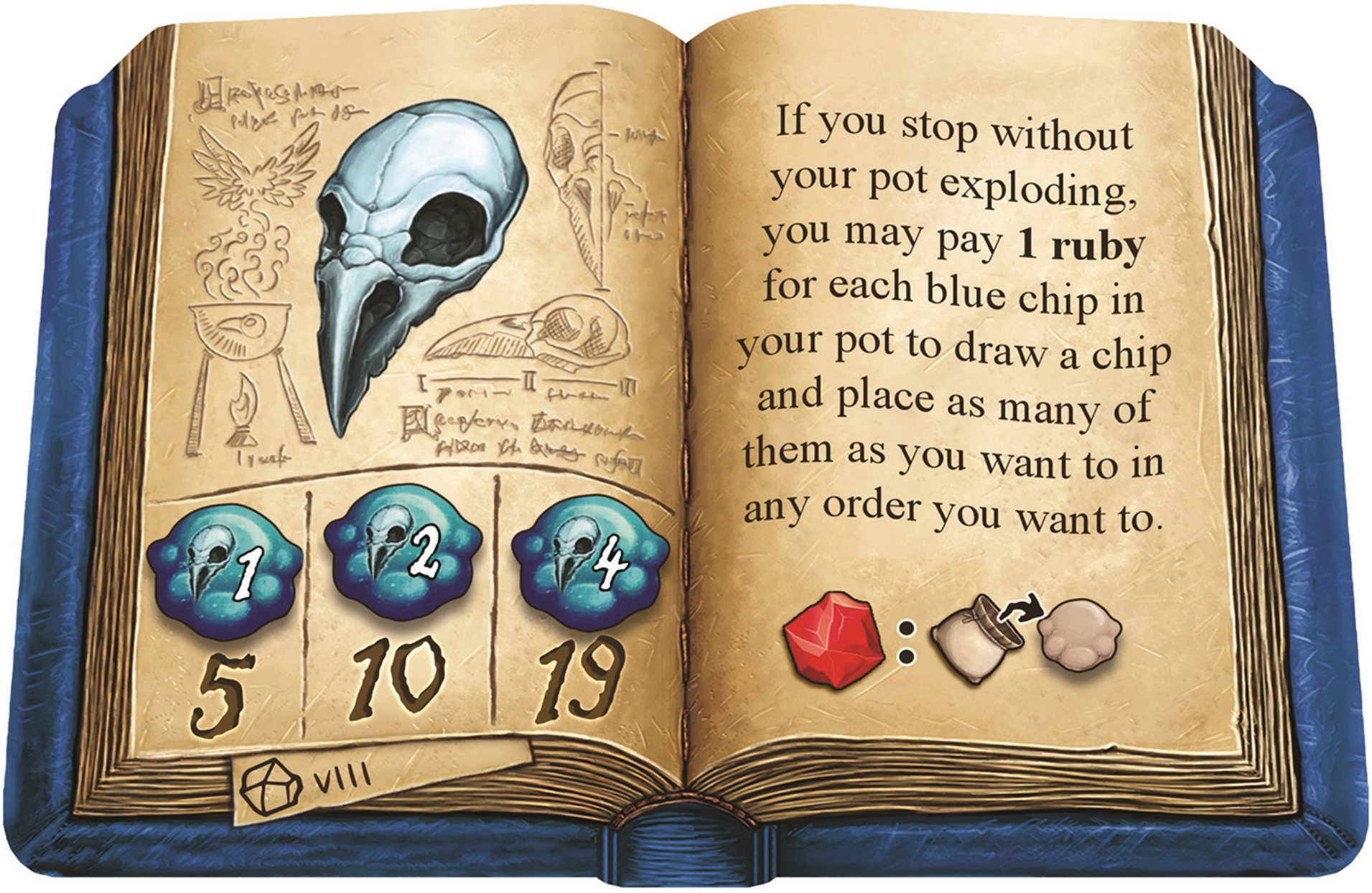
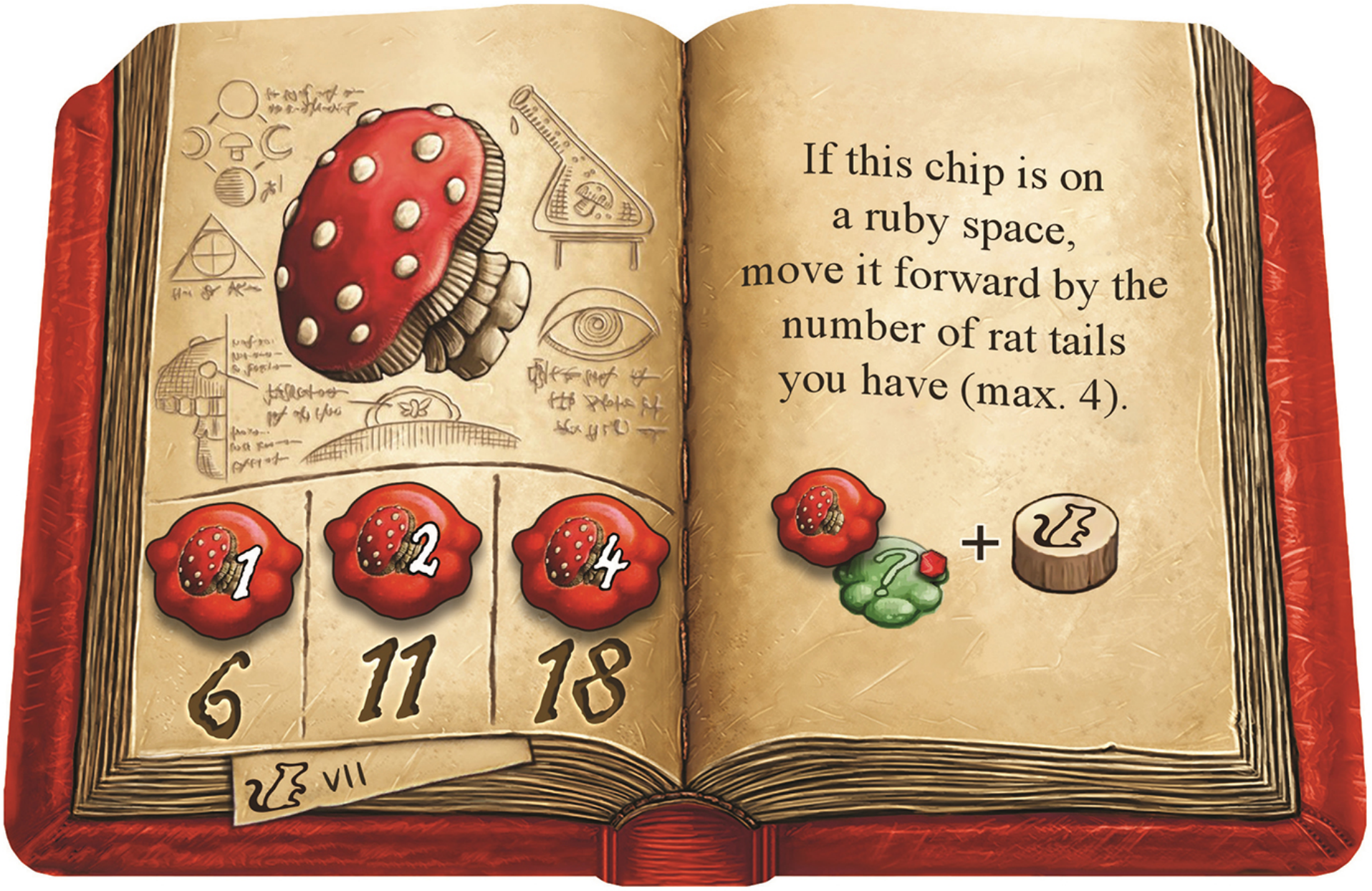
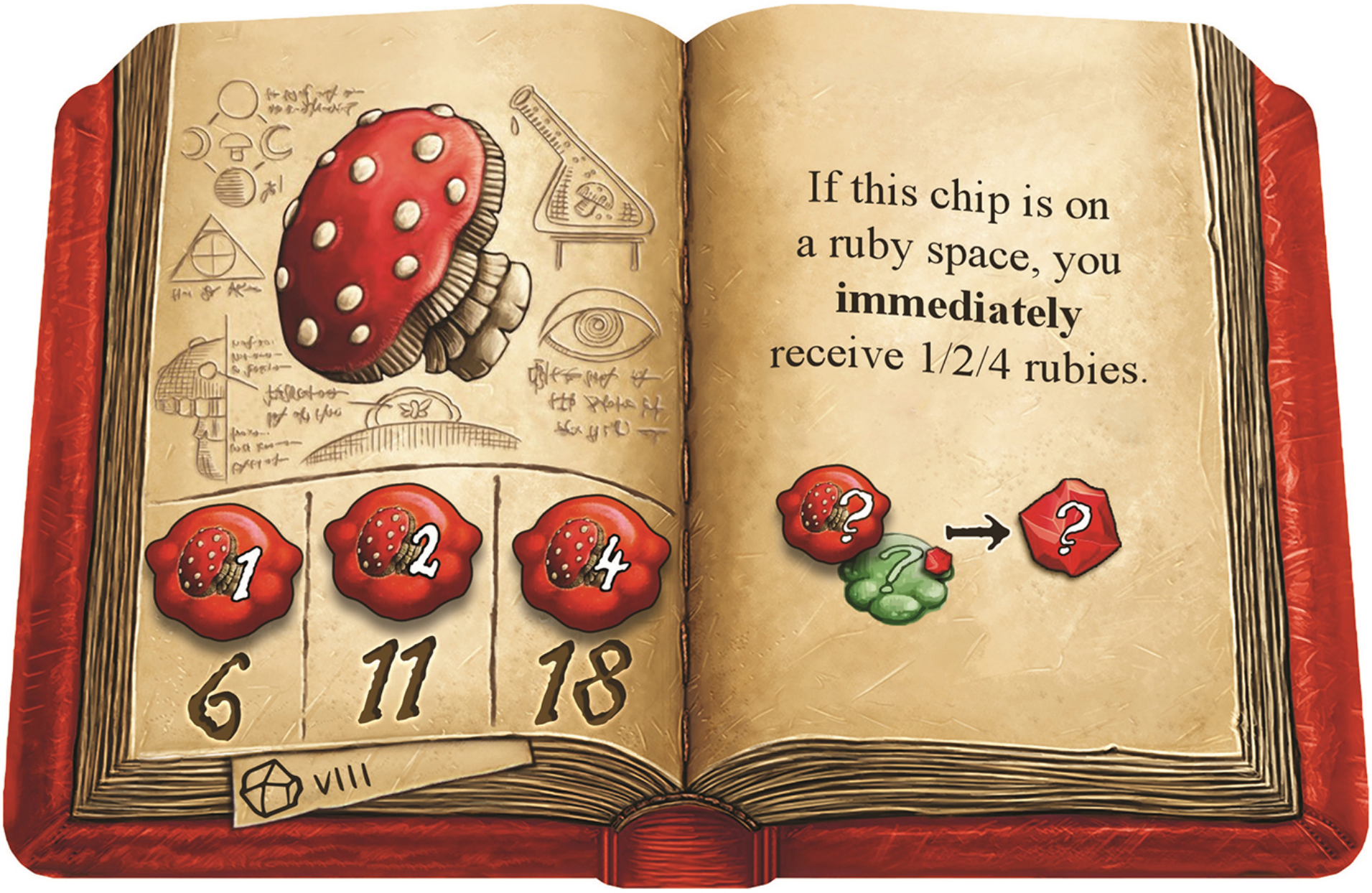

In **exchange** for a pumpkin from your pot, you may increase your rat tails by 1 for the next round.
1
6
3
22
VII

In exchange for an orange chip from your pot, you may receive 1 ruby.
The following white chips are added to your limit when your droplet is past 10/20/30:
10 → 1
20 → 2
30 → 3
1
6
3
22
VIII

If this chip is on
a ruby space, you
immediately
receive rubies based on
the number of rat tails
you have **plus 1**.
(max. 3)
1
2
4
8
15
19
VII
2
+1


1
2
4
5
10
19
VIII
If you stop without your pot exploding, you may pay **1 ruby** for each blue chip in your pot to draw a chip and place as many of them as you want to in any order you want to.


1
2
4
6
11
18
VII
If this chip is on
a ruby space,
move it forward by the
number of rat tails
you have (max. 4).
+


1
2
4
6
11
18
VIII
If this chip is on
a ruby space, you
immediately
receive 1/2/4 rubies.

If placed on a ruby field, move your **rat stone** 1/2/4 **empty spaces** ahead. Your rat tails are adjusted to this value for the rest of the round.
1
2
4
5
10
20
VII

1
2
4
8
12
18
VIII
If this chip is
on a ruby space, the
first 1/2/4 players to your
left able to do so must
immediately
give you 1 ruby.

7

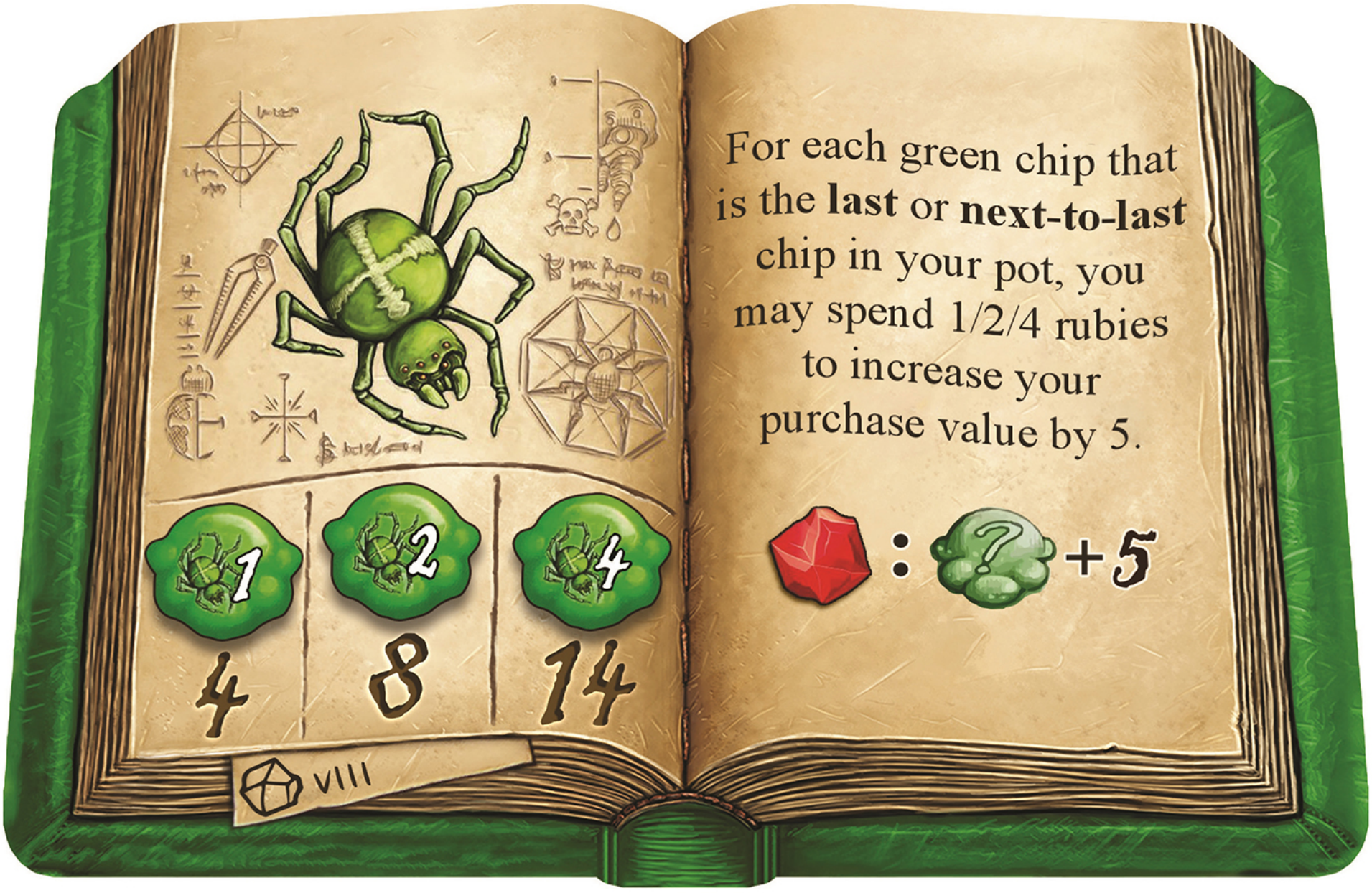
VII

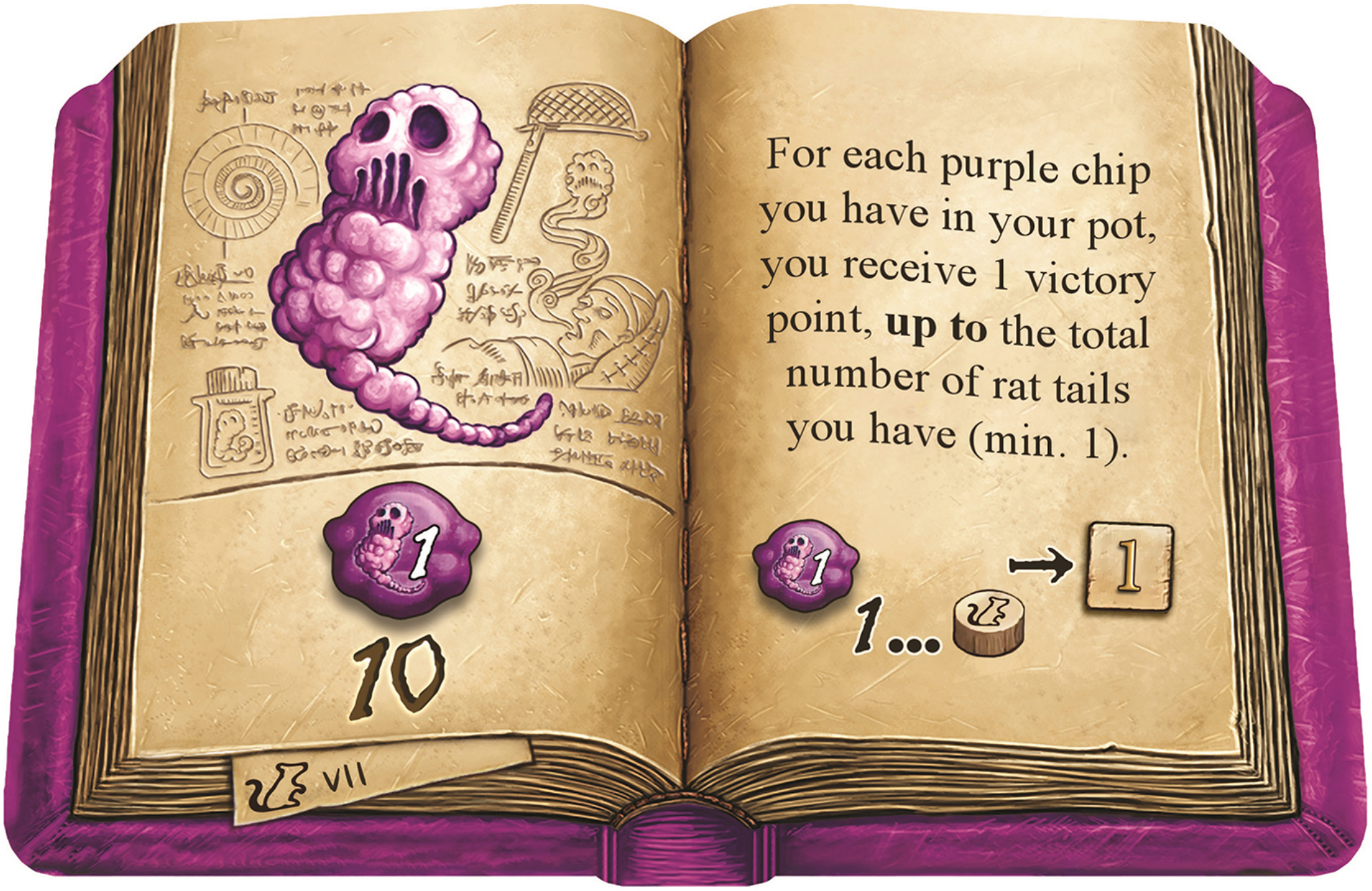
You may increase the value of this chip by 1/2/3 in exchange for moving your rat stone to the 1st/2nd/3rd empty space before it.

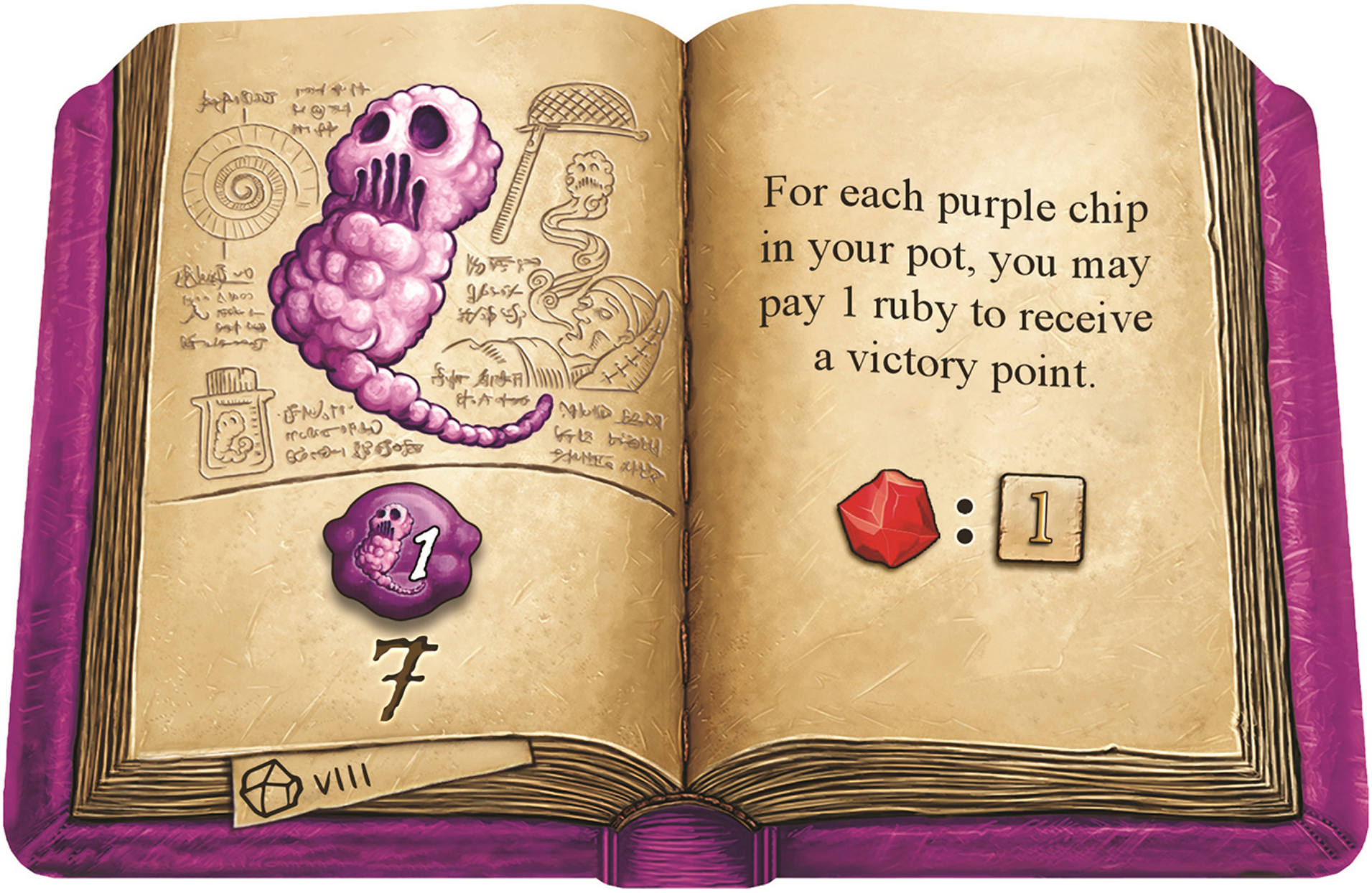
: +1

10
VIII
Place this chip on the next empty space that is **before a ruby space**.

1
2
4
4
8
14
VII
For each green chip that is the **last** or **next-to-last** chip in your pot, receive as many rat tails the next round as there are orange chips in your pot.
(max. 6)


1
2
4
4
8
14
VIII
For each green chip that is the **last** or **next-to-last** chip in your pot, you may spend 1/2/4 rubies to increase your purchase value by 5.
: ? +5

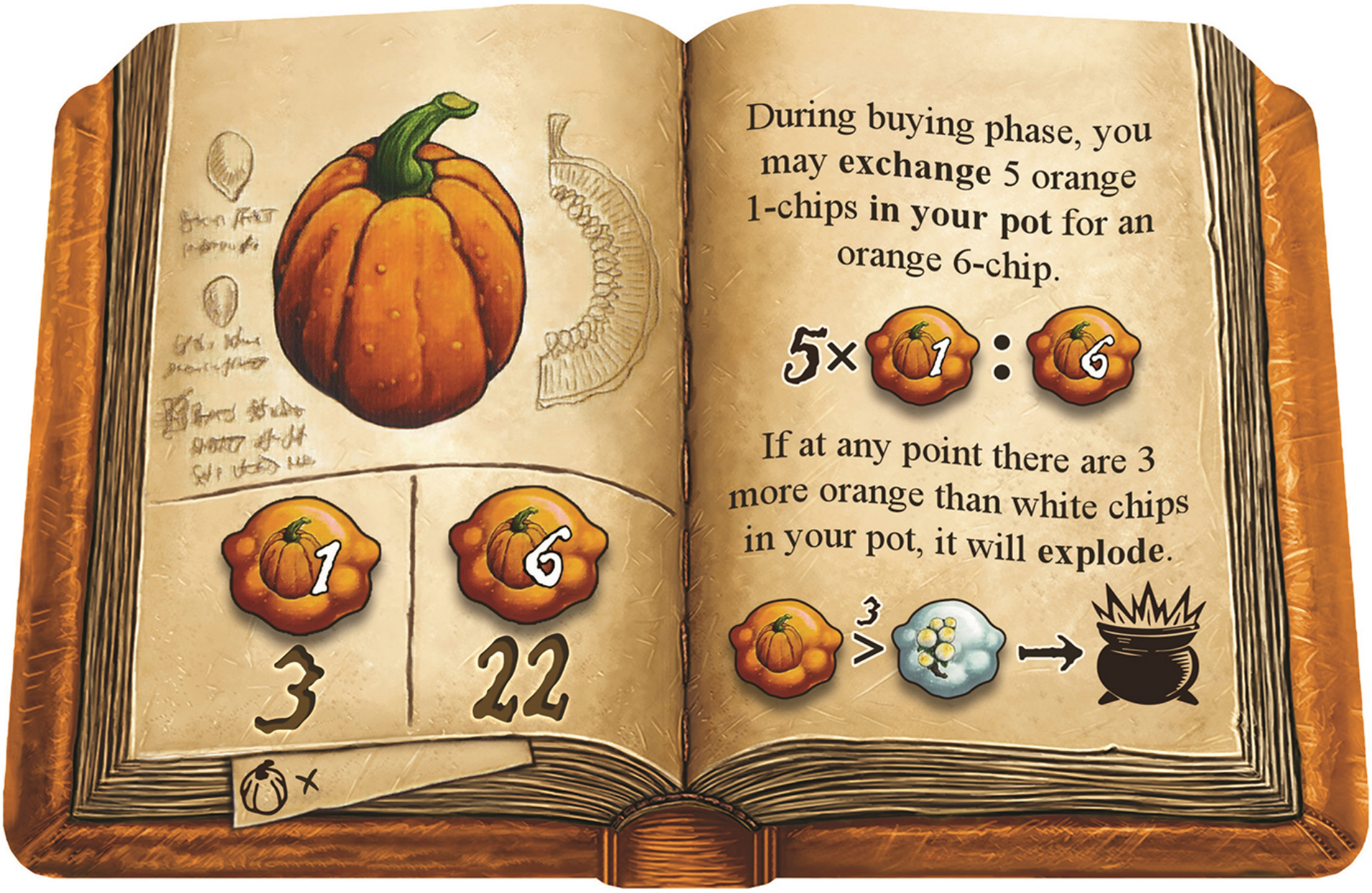

For each purple chip you have in your pot, you receive 1 victory point, **up to** the total number of rat tails you have (min. 1).
1
10
VII
1
1...
1


1
7
VIII
For each purple chip in your pot, you may pay 1 ruby to receive a victory point.
: 1

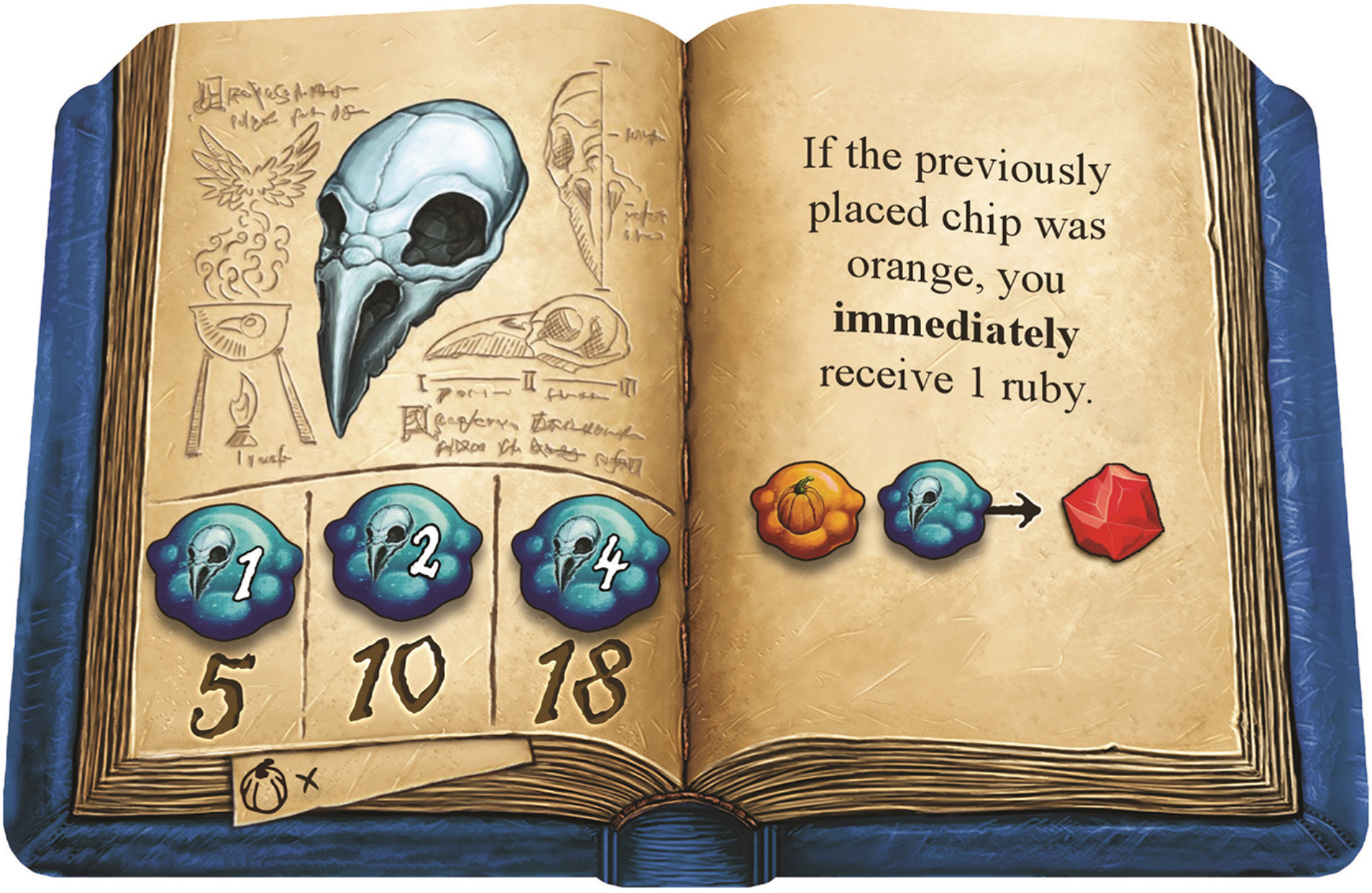
Next round, you **steal** as many rat tails from **all** other players as the total number of black chips you have in your pot at the end of the round.
1
9
VII
1

For each black chip in your pot, you may use 1 ruby to pay 1/2/4 rubies and steal any 1/2/4 chip from any player.
(max. 2 chips of different colours)
1
9
VIII

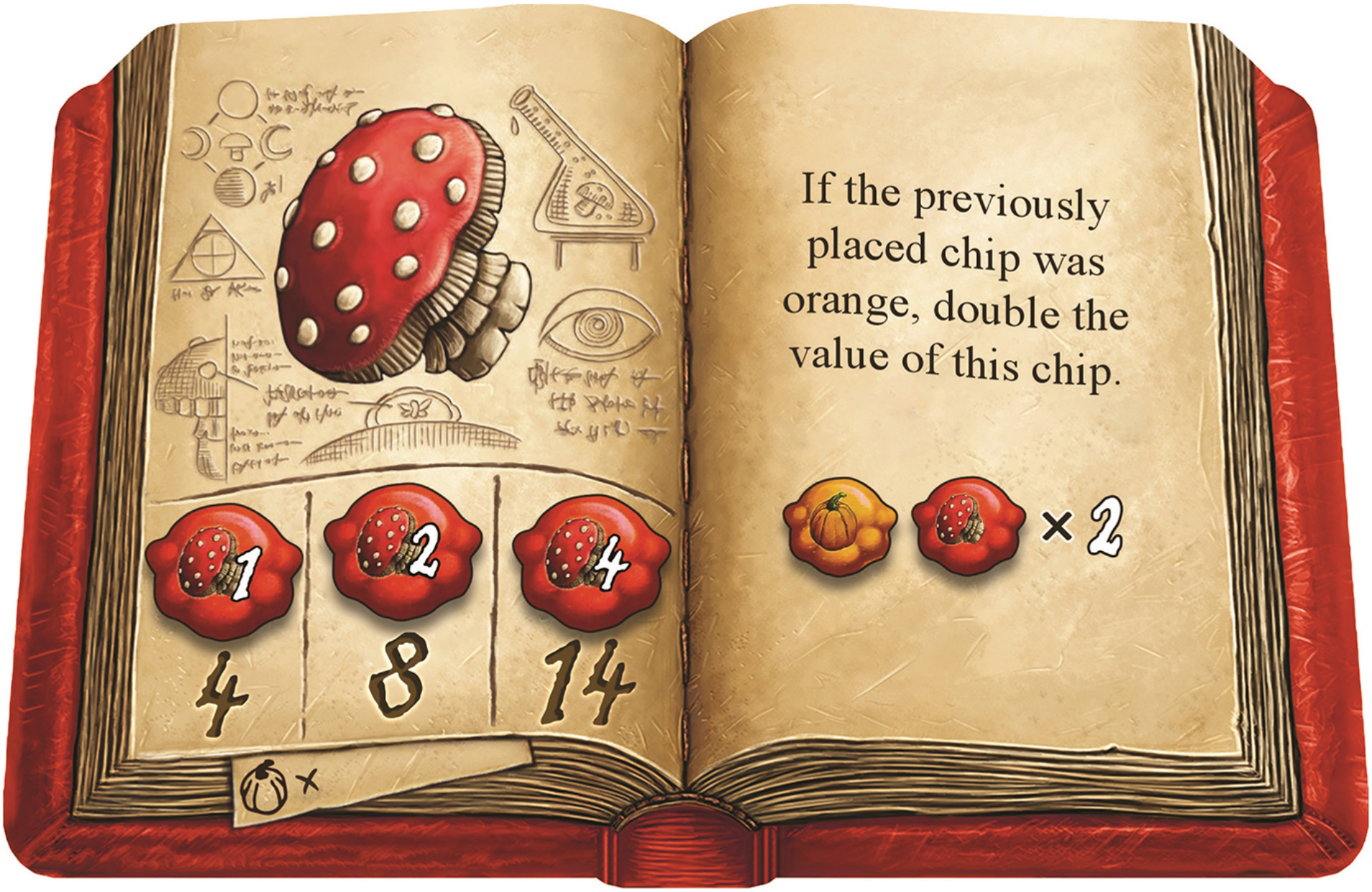
In exchange for each pumpkin that is placed after another pumpkin, you may move your droplet ahead.
1
1
The following white chips are added to your limit when your droplet is past 10/20/30:
10
1
20
2
30
3
1
6
3
22


1
6
3
22
During buying phase, you may **exchange** 5 orange 1-chips **in your pot** for an orange 6-chip.
5×
1
:
6
If at any point there are 3 more orange than white chips in your pot, it will **explode**.
3

1
2
4
5
10
18
If you stop without your pot exploding, draw as many chips as there are blue chips in your pot and move your droplet for every blue chip you've drawn (max. 2).

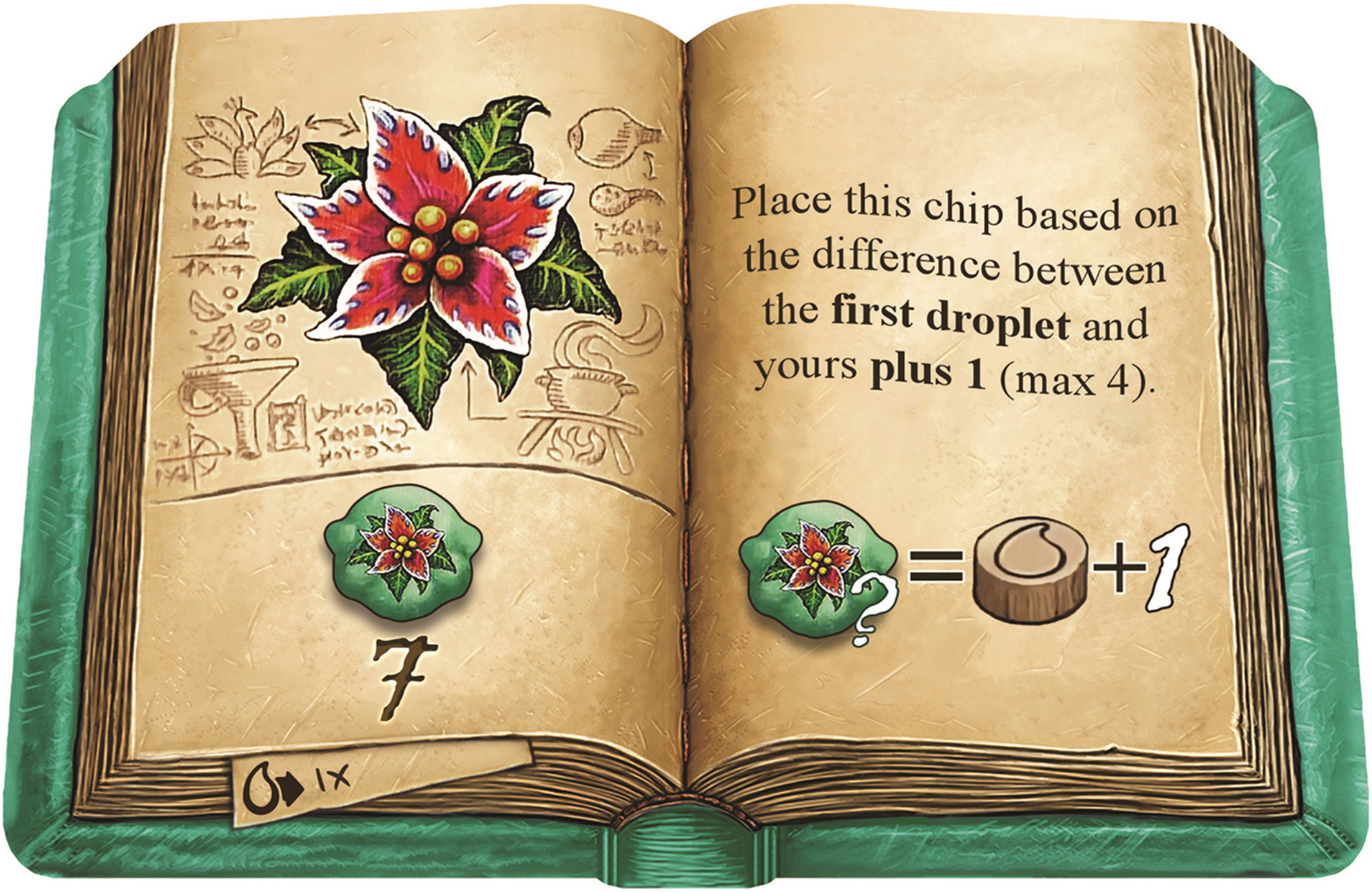

1
2
4
5
10
18
If the previously placed chip was orange, you **immediately** receive 1 ruby.

1
2
4
4
8
14
IX
You may move your droplet back 1 space to double the value of this chip.
: ×2


1
2
4
4
8
14
If the previously placed chip was orange, double the value of this chip.
× 2

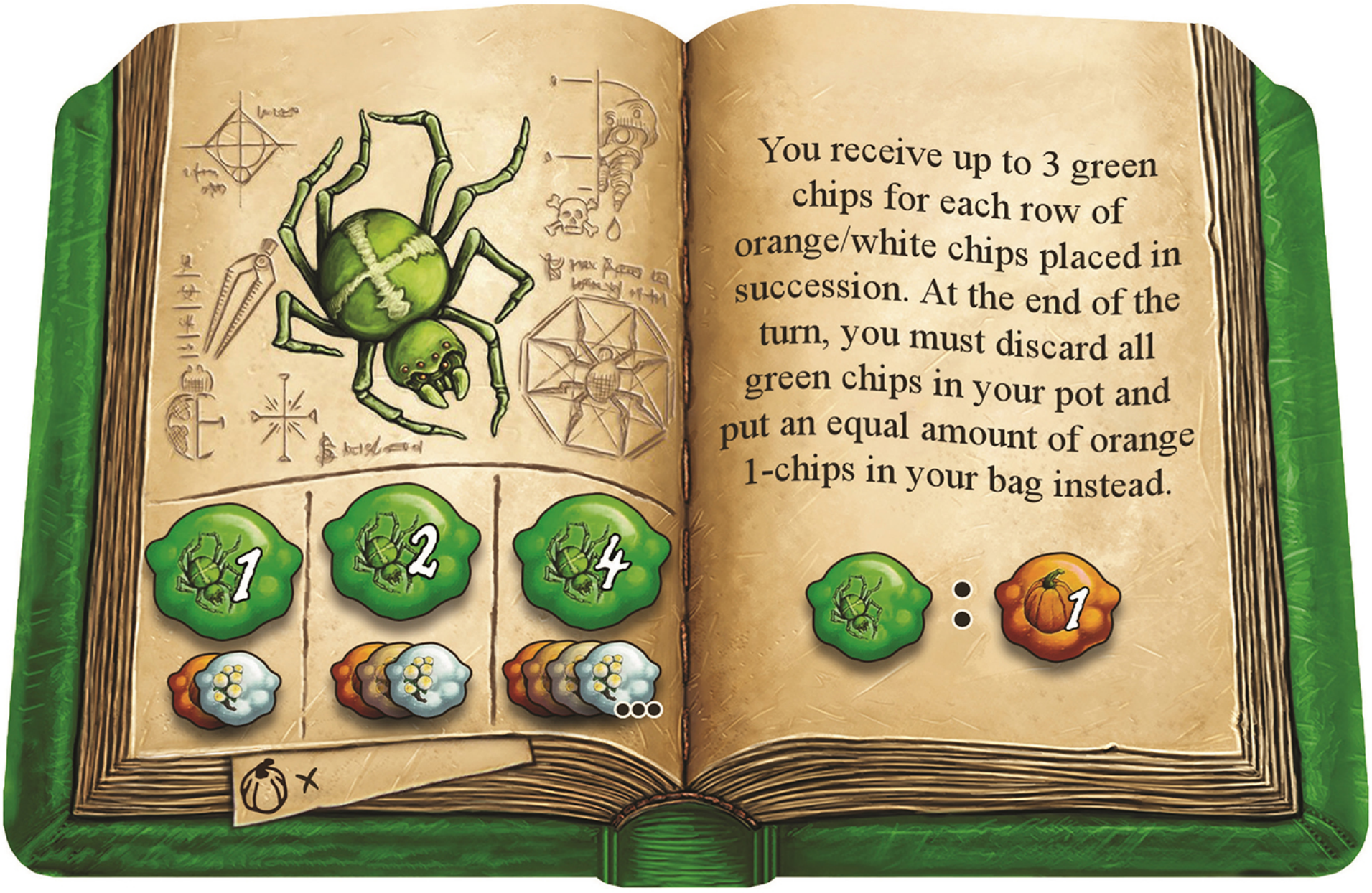
1
2
4
8
12
18
IX
If this chip is on a ruby space, you **immediately** receive 1/2/4 victory points as long as another player is ahead of you by that amount.
?
?
?

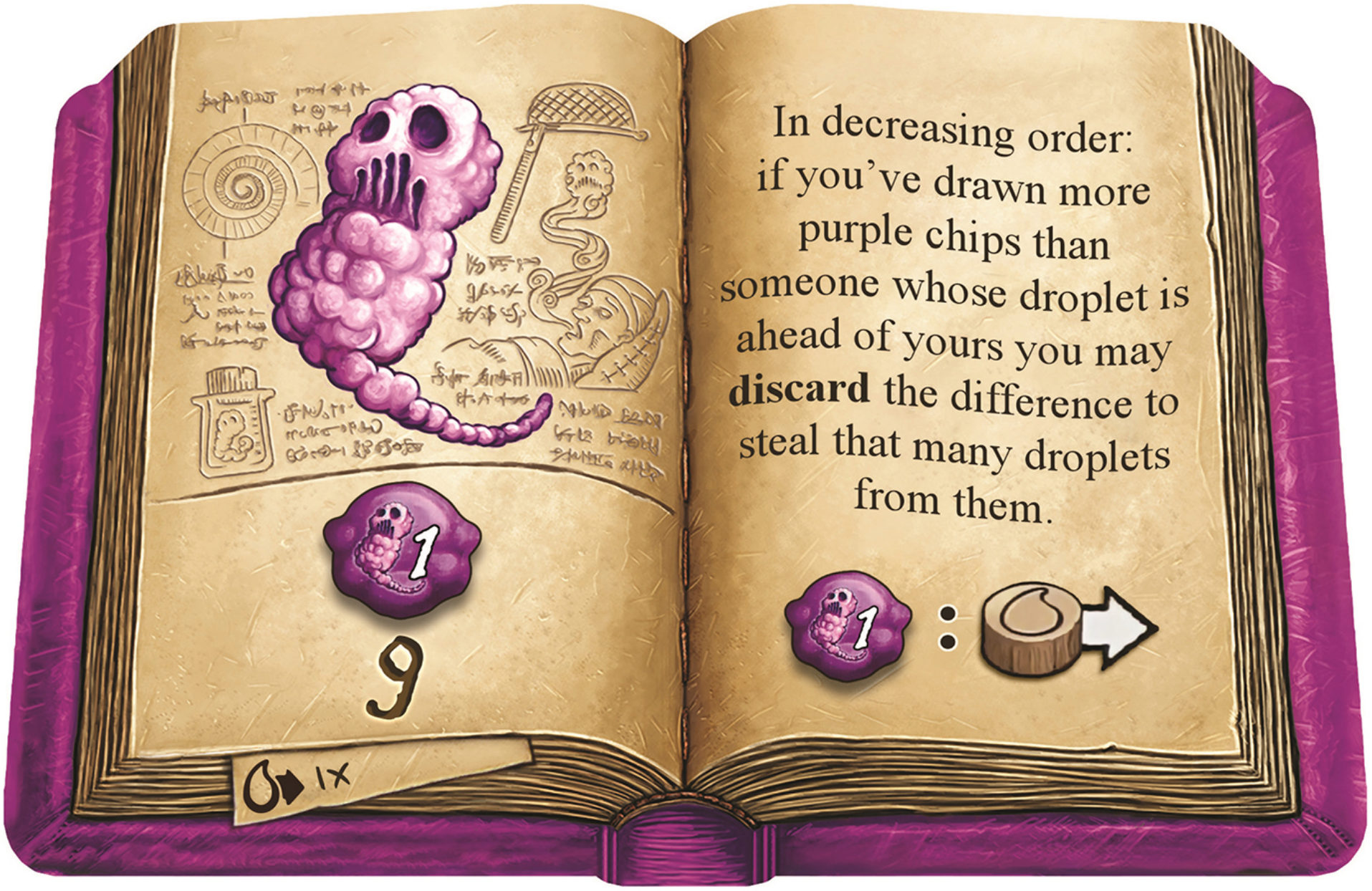
1
2
4
10
14
20
Before placing, you may **discard** any orange chip placed within the previous 1/2/4 spaces.
1
2
4

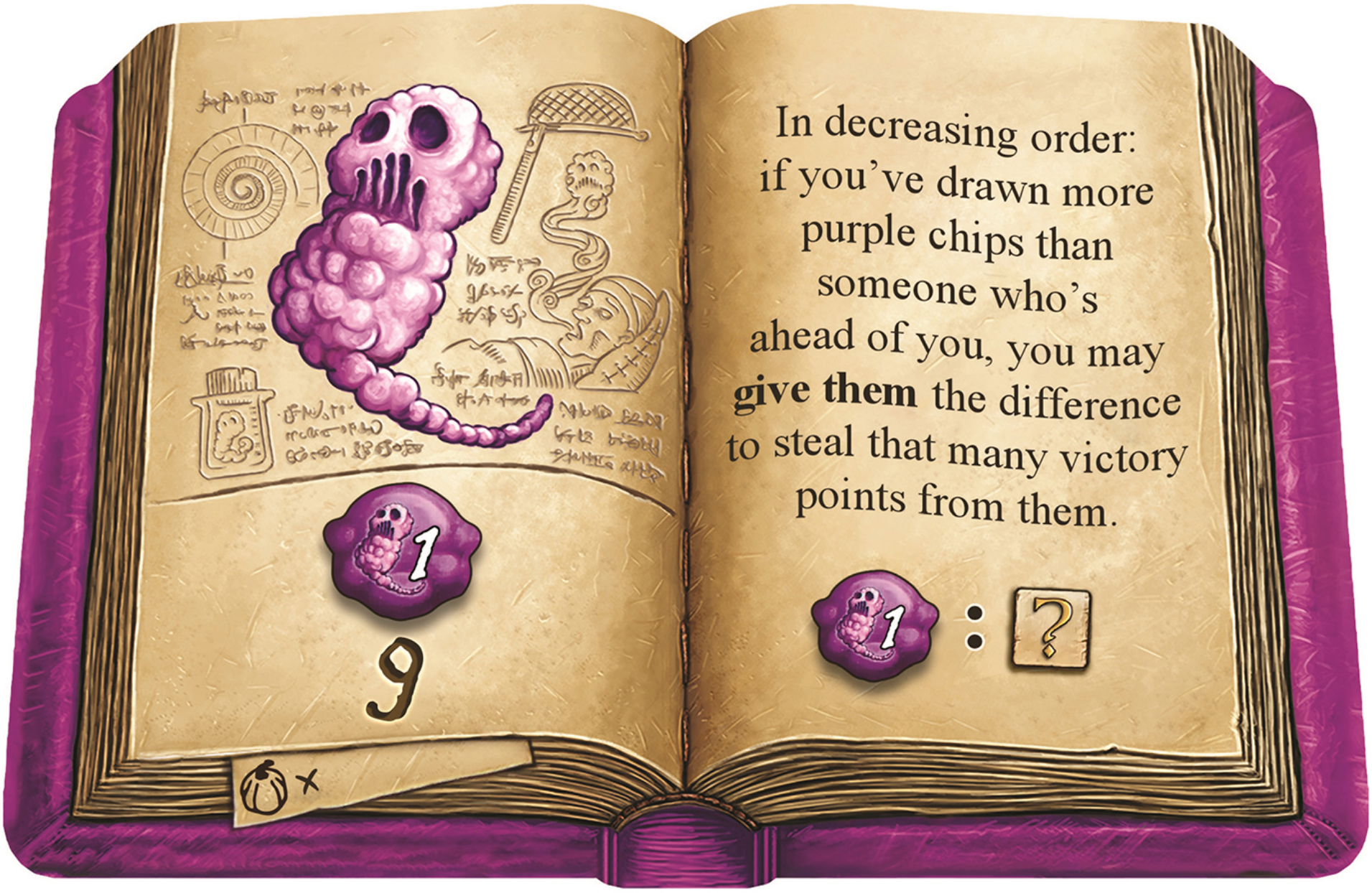

Place this chip based on the difference between the **first droplet** and yours **plus 1** (max 4).
7
=
+1

Draw as many chips as there are orange chips currently in your pot and place this chip according to the **highest value** chip you've drawn plus 1 for each locoweed drawn. Return the chips to the bag.
10

1
2
4
6
11
18
IX
For each green chip that is the **last** or **next-to-last** chip in your pot, you may move your droplet 1 space.


You receive up to 3 green chips for each row of orange/white chips placed in succession. At the end of the turn, you must discard all green chips in your pot and put an equal amount of orange 1-chips in your bag instead.
1
2
4
1

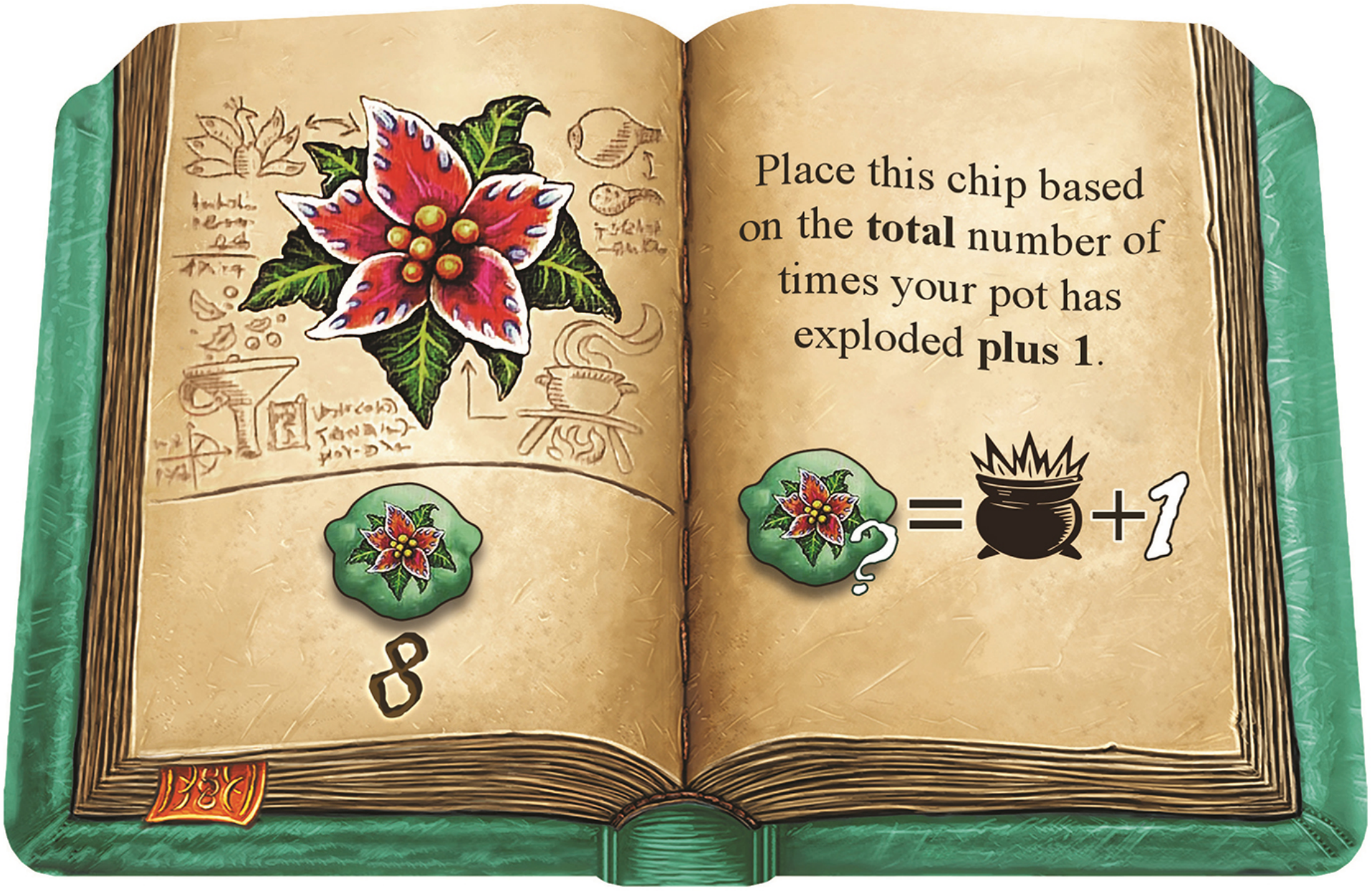

In decreasing order:
if you've drawn more
purple chips than
someone whose droplet is
ahead of yours you may
discard the difference to
steal that many droplets
from them.
1
9
1


In decreasing order: if you've drawn more purple chips than someone who's ahead of you, you may **give them** the difference to steal that many victory points from them.
1
9
1
:
?

The player to your left must **trade** this chip for the first coloured chip they draw or the last one they placed in case they don't have any left. If their droplet is ahead of yours they must also move it back 1 space.
1
10
1
IX

8

In **exchange** for 1/2/3 black chips, you may **steal** a 1/2/4 chip from another player and replace it with 1/2/3 orange 1-chips from the stack.

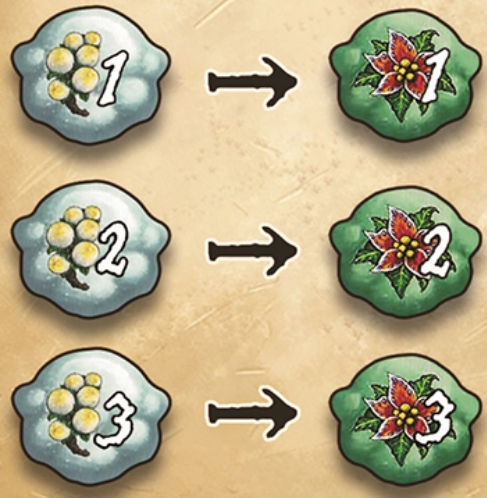

Place this chip based on the **total** number of times your pot has exploded **plus 1**.
8
=
+1

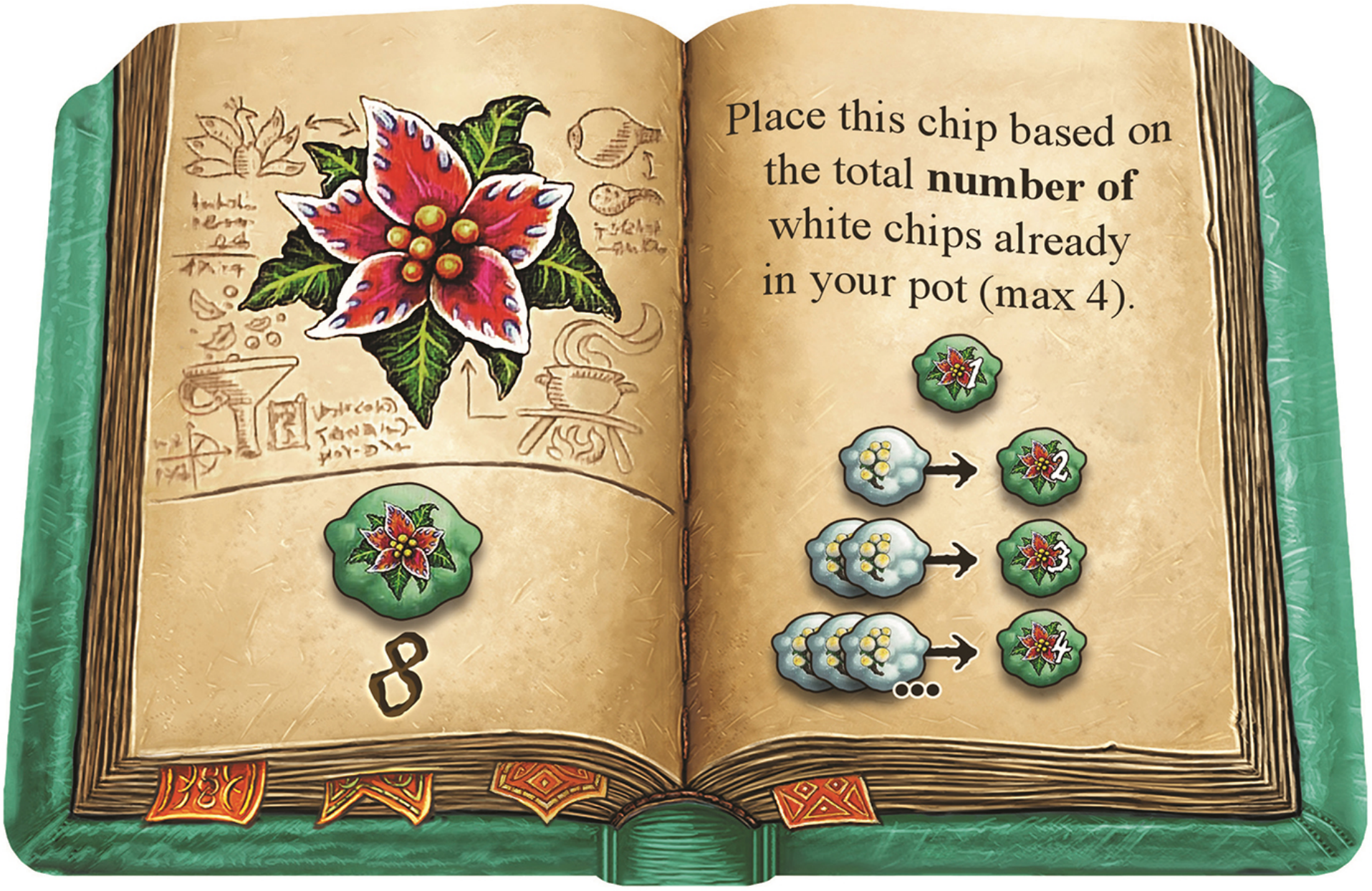
12

Replace the **last placed white chip** with this chip, or if no white chips are currently in the pot, the last coloured chip placed.

8

Place this chip based on the **highest value** white chip already in your pot.




Place this chip based on the total **number of** white chips already in your pot (max 4).
8

10

If you draw more black chips than one of the players sitting next to you:

If you draw more black chips than both players sitting next to you:

If your pot explodes,
you receive 1 ruby
for each black chip
currently in your pot.
1
1
10

If your pot explodes, you still get both **victory points** and **purchase** but receive one of them based on the **last black chip** you placed.
1
10
1
?
?
?

10

If your pot explodes, for every black chip in your pot you can pick any other chip currently in your pot to be your first chip next round (max. 2).

PREPARATION PHASE
If your pot
has not exploded yet,
return all chips to the
bag and start over.
V Déjà vu

PREPARATION PHASE
If your pot
has not exploded yet,
take the last 6 chips in
your hand and place them
in any order you want to.
VI Wisdom in retrospect

PREPARATION PHASE
If your pot
has not exploded yet,
return any number of
coloured chips to the bag
and continue drawing.
VII Waste not, want not

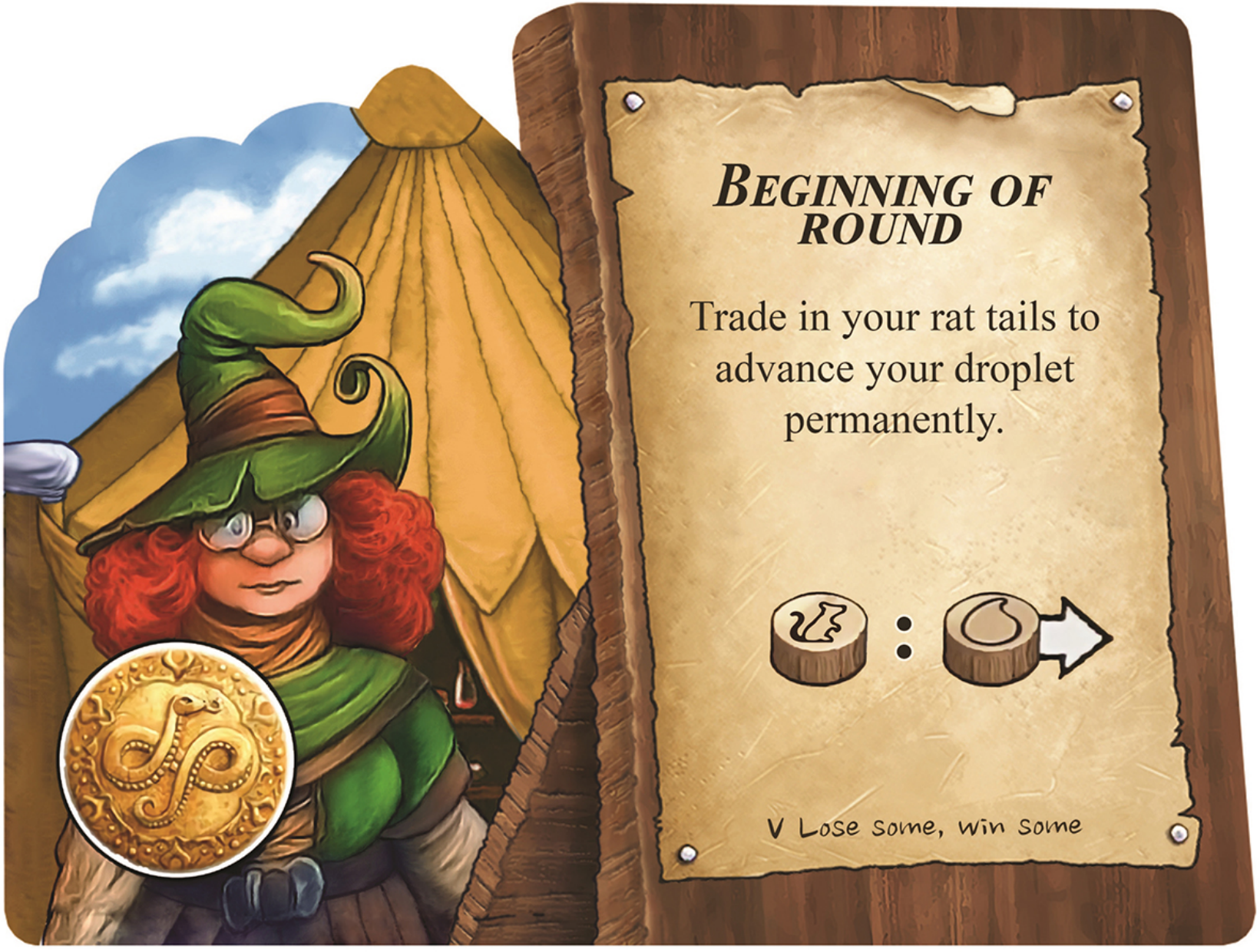
PREPARATION PHASE
If your last placed chip is coloured, you can refill your flask by putting it back in the bag.
VIII A resourceful substitution

BUYING PHASE
This turn, you may buy up to three chips and they may be of the same colour.
v A whiff of greed

BUYING PHASE
Discard any **coloured 4- chip** from your pot, to also discard a white 1-chip permanently.
4
1
VI The price of caution

BUYING PHASE
You may steal a chip from up to two players each as long as they are ahead of you. The two chips must be of different colours and you have to pay their usual price.
VII Sticky fingers

BUYING PHASE
If your pot has exploded, the owner of this round's most valuable potion must share their shopping coins with you equally.
VIII Charity by demand


BEGINNING OF ROUND
Trade in your rat tails to advance your droplet permanently.
V Lose some, win some

VICTORY POINT PHASE
Empty your bag.
You get a victory point for each chip left in your bag.
?
:
?
VI A hoarder's treasure

RUBY PHASE
For each empty ruby space you have left behind, you get 1 ruby.
VII Making up for misfortune

CHIP ACTION PHASE
Count every black, green and purple chip twice, even if you have to give them up.
1
1
×2
VIII The virtue of mindfulness